<!DOCTYPE html>

<html lang="en" xmlns="http://www.w3.org/1999/xhtml">

<head>

<meta charset="utf-8" />

<title></title>

<script>

class CrazyButton {

constructor(left=100, top=100, width=40, height=40, speed=1000) //Що треба знати при створенні об"єкта

{

//--- Опис властивостей --- this={}

this.Left = Math.floor(left);

this.Top = Math.floor(top) ;

this.Width = Math.floor(width) ;

this.Height = Math.floor(height);

this.Speed = Math.floor(speed);

}

//----- інші методи ------

move()

{

var shiftX = Math.floor(-20 + Math.random() \* 40);

var shiftY = Math.floor(-20 + Math.random() \* 40);

this.Left += shiftX;

this.Top += shiftY;

this.button.style.left = this.Left + "px";

this.button.style.top = this.Top + "px";

}

render(containerID)

{

if (containerID)

var container = document.getElementById(containerID);

else

var container = document.body;

this.button = document.createElement("button");

this.button.innerText = "-00-";

this.button.style.position = "absolute";

this.button.style.width = this.Width+"px";

this.button.style.height = this.Height + "px";

this.button.style.left = this.Left + "px";

this.button.style.top = this.Top + "px";

this.button.owner = this;

container.appendChild(this.button);

this.timer = setInterval(this.move.bind(this), this.Speed);

}

}

//----------------------

class ColoredCrazyButton extends CrazyButton {

constructor(left = 100, top = 100, width = 40, height = 40, speed = 1000, colors = ["red", "green", "blue"]) //Що треба знати при створенні об"єкта

{

super(...arguments); //Виклик консруктора предка this={}

this.Colors = colors;

this.timerForColor = setInterval(() => this.button.style.background =

this.Colors[Math.floor(Math.random() \* this.Colors.length)], 300);

}

}

class Sheperd extends ColoredCrazyButton {

sheepsCall()

{

for (let i = 0; i < this.Sheeps.length; i++) {

this.Sheeps[i].button.dispatchEvent(new CustomEvent("sheepCall", { 'detail': { 'left': parseInt(this.Left), 'top': parseInt(this.Top) } }));

//alert(t);

}

}

sheepCall(e) {

//alert(e.target + " - " + e.detail.left + " - " + e.detail.top);

e.target.owner.Left = e.detail.left ;

e.target.owner.Top = e.detail. top ;

}

render(containerID,...sheeps)

{

super.render(containerID);

this.Sheeps = sheeps;

for (let i = 0; i < sheeps.length; i++)

{

sheeps[i].button.addEventListener ("sheepCall", this.sheepCall);

}

this.timer3 = setInterval(this.sheepsCall.bind(this), 3000);

}

}

window.onload = function () {

var btn = new CrazyButton(Math.random() \* window.innerWidth, Math.random() \* window.innerWidth);

btn.render();

var btn1 = new CrazyButton(Math.random() \* window.innerWidth, Math.random() \* window.innerWidth);

btn1.render();

//var btn2 = new ColoredCrazyButton();

//btn2.render();

var sp = new Sheperd(200, 200);

sp.render("", btn, btn1);

}

</script>

</head>

<body>

</body>

</html>